

IV. AMENDMENTS TO THE CLAIMS

1. – 16. (Canceled)

17. (Currently Amended) A gaming machine comprising:

a plurality of variable display devices for variably displaying various symbols in response to a start operation;

a stop control device for performing stop control of the plurality of variable display devices in response to a stop operation via a plurality of stop buttons, each of the stop buttons corresponding to each of the plurality of variable display devices;

a lottery device for executing a lottery of a prize-winning combination and a stop order table, the stop order table designating a correct order of the stop control for the prize-winning combination;

a determining device for determining whether or not the order of the stop control has been performed in the correct order;

a shielding device for shielding approximately the whole area of the plurality of variable display devices, the shielding device being disposed in front of the variable display devices; and

an attraction display device for displaying an attraction image among predetermined attraction images, the attraction display being disposed in front of the shielding device; and

~~an attraction control device for controlling the shielding device to be in at least one of a transmissive state such that a symbol on the variable display device is visually recognizable and a shielding state such that a symbol on the variable display device is not visually recognizable, and for controlling the attraction display device~~

wherein the shielding device shields other variable display devices than one variable display device to be firstly stopped, and the attraction display device displays one attraction image,

wherein the shielding device shields other variable display devices than another display device to be subsequently stopped, and the attraction display device

displays another attraction image, when the determining device determines that the order of the stop control has been performed in the correct order, and
wherein the shielding device shields the whole variable display devices, and
the attraction display device displays other attraction images, when the determining device determines that the order of the stop control has not been performed in the correct order.

18. (Previously Presented) The game machine according to Claim 17, wherein the transmissive state is at least one of a semi-transmissive state and a colored state.

19. (Previously Presented) The gaming machine according to Claim 18, wherein the shielding device comprises an electronic shutter.

20. (Previously Presented) The gaming machine according to Claim 19, wherein the electronic shutter is composed of a liquid crystal film switchable between the transmissive state and the shielding state by way of an applied voltage.

21. (Currently Amended) The gaming machine according to Claim 17, further comprising:

a special ~~gain-games~~ control device for providing a special games ~~stay-state~~ under a predetermined condition, wherein the attraction control device controls the shielding device during the special gaming state.

22. (Previously Presented) The gaming machine according to Claim 17, wherein:

the attraction control device controls the shielding device so that the area of the variable display device to be stopped is visible and the area of the other variable display devices vary the symbols are shielded,

the attraction control device controls the shielding device so that the whole area of the variable display devices are shielded and controls the attraction device to display a predetermined image, when an erroneous stopping operation is performed, and

the attraction control device controls the shielding device so that the symbols on the variable display devices of the prize-winning combination are visible and the other symbols on the variable display devices are shielded, and controls the attraction device to display a predetermined image, after all of the variable display devices have stopped varying the symbols.